BULLETIN 2003- 17 Date: May 28, 2003

U.S. Department of Labor Employment and Training Administration Apprenticeship Training, Employer and Labor Services Washington, D.C. 20210 Distribution: A-541 Hdqtrs A-544 All Field Tech A-547 SD+RD+SAC+; Lab.Com Subject: Code: 200 New Apprenticeable Occupation E-Commerce Specialist

Symbols: DSNIP/FDK

Action: Immediate

PURPOSE: To transmit to the Office of Apprenticeship Training, Employer and Labor Services (OATELS), Bureau of Apprenticeship and Training (BAT) staff the recognition of a new apprenticeable occupation:

E-Commerce Specialist
DOT Code: 039.262-900
O*NET/SOC Code: 15-1099.99

RAIS Code: 1054

Training Term: Competency Based (6000)

<u>BACKGROUND:</u> The Computing Technology Industry Association (CompTIA) initiated the apprenticeability request for this occupation. The OATELS Administrator approved the E-Commerce Specialist as a new apprenticeable occupation on May 28, 2003.

A suggested work process schedule and related instruction outline is attached for your information.

The E-Commerce Specialist occupation will be added to the list of occupations recognized as apprenticeable by OATELS when the list is reissued.

<u>ACTION:</u> OATELS staff should familiarize themselves with this new occupation.

If you have any additional questions please contact Franchella Kendall at 202-693-3813.

Attachment

E-Commerce Specialist DOT Code: 039.262-900 O*Net Code: 15-1099.99

RAIS Code: 1054

Description: Responsible for standards, technologies and practices for both business-to-business and business-to-commerce models. Understands and facilitates complex relationships among marketing, promotion, customer service, user interaction, purchasing methods and secure transactions. Oversees site performance testing and evaluation. Works in an unsupervised environment within policies and procedures. Typically reports to senior management.

ECS-1 Year One Breakdown

- 1. Develop and apply e-Commerce marketing goals.
- 2. Develop, test, troubleshoot and manage e-Commerce web site.
- 3. Formulate an electronic service action plan.
- 4. Define the organization's role in e-Commerce.

Total Hours = 2000 hours

Assists with standards, technologies and practices for both business-to-business and business-to-consumer e-commerce models. Has a basic understanding of relationships among marketing, promotion, customer service, user interaction, purchasing methods, and secure transactions by using payment gateways, inventory control, shipping and order information. Performs site performance testing and evaluation. Works primarily in teams with higher-level specialists.

Skills

Ability to sell ones ideas	Online check processing				
Applying customer relationship management methods	Proficient with one or more office productivity				
to e-service methods	packages				
Business acumen	Referral program usage				
Configuration and use of payment gateways	Relies on instructions to perform job functions				
Creating property and product definitions	Search engine replacement service usage				
Familiarity with a variety of office machines	Self-motivated				
Listening	Significant level of computer expertise required				
Works well on a team	Viewing transaction log files				

Knowledge

1-2 years experience in the field or a related area	Understands customer relationship management		
preferred	(CRM)		
Knowledge of Electronic Data Intercharge (EDI)	Understands data and systems security issues		
Knowledge of one or more script development tools	Understands data modeling tools and techniques		
Knowledge of one or more web software application	Understands impetus for web commerce		
development tools			
Knowledge of various e-Commerce solutions	Understands Internet architecture model		
Knows Internet access options and costs	Understands Internet, Intranet and Web concepts		
May require a Bachelor's Degree	Understands legal issues around e-Commerce		
May require a technical certification	Understands MMC and IIS configurations		
Understands all standard concepts, practices and	Understands network security issues and solutions		
procedures in the field	-		
Understands browsers Understands payment gateways			

Understands components of a web storefront	Understands server concepts
Understands computer systems basics, hardware and	Understands SSL and SET
software	
Understands transaction security issues	Understands various client-server configurations
Understands VeriSign type account concepts	

ECS-2 Year Two Breakdown

- 1. Generate certificate requests to certificate authority.
- 2. Identify components of e-Commerce security.
- 3. Install and customize e-Commerce product catalogs.
- 4. Generate processing reports.

Total Hours = 2000 hours

Focuses on standards, technologies and practices for both business-to-business and business-to-consumer e-commerce models. Understands relationships among marketing, promotion, customer service, user interaction, purchasing methods, and secure transactions by using payment gateways, inventory control, shipping and order information. Manages site performance testing and evaluation and recommends solutions. Works on assignments in a largely unsupervised environment. Follows policies and procedures. Typically reports to a manager.

Skills

Ability to sell ones ideas	Online check processing			
Applying customer relationship management methods to e-	Proficient with one or more office productivity packages			
service methods				
Business acumen	Referral program usage			
Configuration and use of payment gateways	Relies on instructions to perform job functions			
Creating property and product definitions	Search engine replacement service usage			
Familiarity with a variety of office machines	Self-motivated			
Listening	Significant level of computer expertise required			
Works well on a team	Viewing transaction log files			
Installing and configuring web site application development	Installing e-Commerce servers			
software				

Knowledge

2-4 years experience in the field or a related area preferred	Understands customer relationship management (CRM)		
Knowledge of Electronic Data Intercharge (EDI)	Understands data and systems security issues		
Knowledge of one or more script development tools	Understands data modeling tools and techniques		
Knowledge of one or more web software application	Understands impetus for web commerce		
development tools			
Knowledge of various e-Commerce solutions	Understands Internet architecture model		
Knows Internet access options and costs	Understands Internet, Intranet and Web concepts		
Requires a Bachelor's Degree or Higher	Understands legal issues around e-Commerce		
May require a technical certification	Understands MMC and IIS configurations		
Understands all standard concepts, practices and procedures	Understands network security issues and solutions		
in the field	-		
Understands browsers	Understands payment gateways		
Understands components of a web storefront	Understands server concepts		
Understands computer systems basics, hardware and	Understands SSL and SET		
software			
Understands transaction security issues	Understands various client-server configurations		
Understands VeriSign type account concepts			

Work Outline For: E-Commerce Specialist

ECS-3 Year Three Breakdown

- 1. Create virtual directories and servers.
- 2. Customize navigation images.
- 3. Install and manage a payment flow system
- 4. Install and verify payment gateway for transaction processing.

Total Hours = 2000 hours

Responsible for standards, technologies and practices for both business-to-business and business-to-consumer e-commerce models. Understands and facilitates complex relationships among marketing, promotion, customer service, user interaction, purchasing methods, and secure transactions. Oversees site performance testing and evaluation. Works in an unsupervised environment within policies and procedures. Typically reports to senior management.

Skills

Ability to sell ones ideas	Online check processing
Applying customer relationship management methods to eservice methods	Proficient with one or more office productivity packages
Business acumen	Referral program usage
Configuration and use of payment gateways	Relies on instructions to perform job functions
Creating property and product definitions	Search engine replacement service usage
Familiarity with a variety of office machines	Self-motivated
Listening	Significant level of computer expertise required
Works well on a team	Viewing transaction log files
Installing and configuring web site application development software	Installing e-Commerce servers

Knowledge

4+ years experience in the field or a related area preferred	Understands customer relationship management (CRM)		
Knowledge of Electronic Data Intercharge (EDI)	Understands data and systems security issues		
Knowledge of one or more script development tools	Understands data modeling tools and techniques		
Knowledge of one or more web software application	Understands impetus for web commerce		
development tools			
Knowledge of various e-Commerce solutions	Understands Internet architecture model		
Knows Internet access options and costs	Understands Internet, Intranet and Web concepts		
Requires a Bachelor's Degree or Higher	Understands legal issues around e-Commerce		
May require a technical certification	Understands MMC and IIS configurations		
Understands all standard concepts, practices and procedures in	Understands network security issues and solutions		
the field			
Understands browsers	Understands payment gateways		
Understands components of a web storefront	Understands server concepts		
Understands computer systems basics, hardware and software	Understands SSL and SET		
Understands transaction security issues	Understands various client-server configurations		
Understands VeriSign type account concepts	Understands business to business (B-B)		
Understands business to consumer (B-C)	Understands certificate authority process		

Year One

DOMAIN 1.0: Fundamentals	3		%	Planned Classroom Hrs
1.1 Identify and understand	fundamental terms and concep	ts used in e-Business.		
		CGI (Common Gateway Interface) Fat/Thin clients Protocol Communication standards and protocols SSL (Secure Socket Layer) Firewall Directory services (middleware that locates full network addresses) Data warehousing/Datamining nodels being applied today and contact of the service of the se	ntras	10 hours
e-Business definitions General business definitions (for example: business process modeling, re -engineering) e-Commerce Business-to-business models Business-to-consumer models Business-to-employee models	Business to government Consumer-to-business Consumer-to-consumer e-Business history Obsolete business models EDI (Electronic Data Interchange) Storefront (bricks & mortars) vs. e-Business	 New and changing customer expectations Customer relationship management re - engineering Supply chain reengineering Advertising e-Business and the Internet Meta-aggregator (aggregator) 		50 hours
• •		d processes demonstrated by e-Bus	siness	leaders
Collaborative initiatives	Consumerism	Industry leaders/Case studies	,111C33	10 hours

Year One Continued

DOMAIN 2.0: Strategy and			%	Planned Classroom Hrs
2.1 Recognize the important		considered when launching e-Bu	siness	initiatives.
 Business strategies, objectives and requirements SWOT analysis (strengths, weaknesses, opportunities, threats of doing or not doing e-Business) Defining strategic partners, both internal and external (for example: business/project sponsors, vendors, development partners, etc.) 	 Cost-Benefit of engaging in e-Business Sizing of the effort Outsourcing Build or buy Pricing strategy/flexible pricing Knowledge management (business intelligence about customers, suppliers, competitors and components) Project team composition (E-team) 	 e-Business revenue models (for example: e-Commerce site, subscription service, advertising revenue, etc.) ROI (Return on Investment) Infrastructure management Communicating the strategy Planning for maintenance (maintenance in a 24x7 environment) Life -cycle analysis and product release 		40 hours
2.2 Recognize key factors relinitiative.	ating to strategic marketing co	nsiderations as they relate to laund	ching	an e-Business
 Media used Branding How do you differentiate and position yourself from competitors Understanding marketing segments: Generation "X" - different demographics; gender; seniors; boomers; children; adolescents 	 Understanding consumers, including: suppliers, vendors, customers, employees, buyers, etc. 1 to 1 Marketing (a market of one) Push/Pull capabilities Customer centric 	 Profiling customers Delivery/Presentation/ Communication style Define product to be marketed Internet Marketing Tools/Catalogue 		34 hours

Total Hours: 144 hours

Year Two

DOMAIN 2.0: Strategy and P 2.2 Recognize key factors relainitiative.		nsiderations as they relate to laun	% ching	Planned Classroom Hrs an e-Business
 E-mail etiquette Geographic/Localiza tion considerations (local customs/criteria, etc.) 	 Demographics Public relations; impact/risks of site failure 	24x7 access/deliveryAdaptive content		6 hours
Knowledge ownership/ Intellectual property rights DOMAIN 3.0: Initiatives and	Privacy Implementation Consideration	• Jurisdiction • Jurisdiction ns rocesses involved with impleme		6 hours
 Needs analysis of business drivers (customer needs, supplier needs, market drivers, etc.) Business/Project sponsor/owner Project structure Project team cross functional membership E-business implementation team resource requirements Communication management Privacy and security concepts, technologies and issues Creating customer intimacy 	 Understanding customer's expectations (for example: expectations are: unexpected unspoken, expected unspoken, expected spoken, and unexpected spoken, fast & reliable service, etc.) Disintermediating customer service resources (streamline and integrate customer service operations/ resources) Building blocks/technology components/ business process components 	 RAD (Rapid Application Development) methodology Phased implementation (scheduled releases, updates, interim builds) Rollout methods (pros/cons) Business Process Reengineering (straight through transactions from suppliers to customerszero latency) Modularity/Scalability Creating communities of value Reducing transaction costs and time 		40 hours

Year Two Continued

DOMAIN 3.0 continued			%	Planned
				Classroom
				Hrs
3.2 Identify and underst	and the types of e-Business	IT Projects currently bein	g im	plemented.
 Customer relationship management project types (front office-customer-facing processes and operations) Sales Force Automation Establishing Call Centers Service support programs (for example: help desk, or help desk automation initiative, etc.) E-mail/messaging implementation/migration Client/Customer/Citizenry registration database GUI design, development and deployment e-Business database marketing program Web-based information access Customer service process improvements (disintermediation & integration of customer service resources/programs) Supply chain management project types 	 Real time/JIT inventory management Automated warehousing operations e-Commerce project types Electronic Payments (EBT/EFT/SET/Cr edit cards) Electronic bill presentment/ payment Electronic /online customer/vendor ordering Internet/Web-based online banking/financing Collaborative computing-consulting, accounting, product development, etc. Web-based delivery of goods and services (software, financial services, consulting services, consulting services, etc.) Publishing (online manuals, online catalogs, etc.) IT Infrastructure Management project types 	 Standardize/upgrade infrastructure to support e-Business processes/applications Information/ Knowledge management Systems (Business Intelligence systems/applications) Data-storage, Datawarehousing and Datamining Geographic information systems development/ integration Internet connectivity Intranet Extranet Business rules applications development/ implementation Development and integration of application servers and technologies Development of communications infrastructure for packaging/transferring data & data analysis tools Bandwidth analysis/upgrade across distributed computing environment Network management Web based online order processing/tracking 		Next Page

Year Two Continued

DOMAIN 3.0 continued			%	Planned Classroom	
				Hrs	
3.2 Identify and understand the	he types of e-Business IT Proj	ects currently being implemented.			
Developing/ implementing backup systems (across platforms, redundancy, mirrored, etc.)	 Re-engineering/ integration of legacy systems Business Process Re-engineering (straight through transactions from suppliers to customerszero latency) 	 Optimizing supply chain processes physical flow, material conversion, fulfillment, capacity, transportation, etc Logistics automation applications development/ implementation 		84 hours	
	3.3 Demonstrate an awareness of deployment and support considerations needed to sustain the key business processes that may be affected by an e-Business implementation.				
 Change management Business process modeling Streamlining processes (connectivity of front office to back office) 	 Shipping and return policies Financials Manufacturing/ distribution 	 Purchasing/ Procurement Operations Capacity planning (load estimations) 		8 hours	

Total Hours: 144 hours

Year Three

DOMAIN 3.0 continued			% Planned Classroom Hrs		
3.3 Demonstrate an awareness of deployment and support considerations needed to sustain the key business processes that may be affected by an e-Business implementation.					
 Integration of processes/systems - alignment Web design and maintenance 	 Content Management Web Hosting 	Testing (interim builds)	8 hours		
3.4 Recognize and understand		ly chain management in the e-Bus	iness paradigm.		
 Logistics Supply and demand Modeling the supply chain Elimination of inventory 	 Supply Chain Velocity: Process improvement - straight through, zero latency 	 Procurement/ purchasing Customer service Process alignment, integration and synchronization 	10 hours		
		face designs and its affect on busin	ess relationships.		
 Perception of added value to user Preparing readiness and acceptance Personalization Performance 	 Visual appeal Navigation - finding what is needed Graphic design importance 	 Design standards Usability considerations /testing Internationalization Ease of use (shopping experience -for example: one-click purchasing; site use, etc.) 	14 hours		
3.6 Recognize and understand	fundamental volume and per	rformance monitoring issues in e-E	Business.		
 Transaction analysis (business transactions and technology/technical counterpart) Monitoring, Measurement and evaluation 	 Unlimited/ unpredictable audience Bandwidth analysis 	 Quality of service management Monitoring customer demographics, preferences, etc 	6 hours		

Year Three Continued

DOMAIN 4.0: Infrastructure			%	Planned Classroom Hrs
4.1 Recognize and understand f implementations.	undamental network applicat	ion technology concepts and their a	affects	s on e-Business
 Common gateway interface (CGI) Integration of information systems (data warehouse, knowledge management system, etc.) Distributed information systems Application life cycle (less stability) 	 Newer Technologies (risk is higher) Protocols Web servers ISP (hosting) ASP (hosting) (application service provider) Application Structure 	 Fat Client / Thin Client Middleware Interoperability Integration Issues re: applications, legacy systems, web servers/apps, etc. Communications technologies/ applications (telecom technology and connectivity) 		42 hours
4.2 Recognize and understand relates to implementing an e-b		ms concerning network and infor	matio	n security as i
Definition of security terms and concepts Encryption Digital certificates Certificate authorities Digital signatures Authentication/Authorization Firewalls - network access policies 4.3 Recognize and understand	Secure socket layer Security models for different types of e-Business models (B2B, B2C, etc.) technical and non-technical types security technologies/methods Deploying and maintaining security Ind fundamental concepts contains the security and security and security and security are security and security an	 Types of security breaches - intrusions (hackers / viruses) Preventing, detecting, correcting, and prosecuting security breaches Privacy Monitoring and auditing exposure to security risks 	perf	48 hours
 Network bandwidth Transaction Breakdown Directory services 	Load testing Failure strategy	 Disaster planning / redundancy / fault tolerance Support staffing/maintenance (24 x 7). 		8 hours

Year Three Continued

4.4 Recognize and understand fundamental concepts relating to data management and usage in supporting e-Business technology solutions.					
 Interface to legacy systems Data Mining / OLAP 	 Data-warehousing Data-integrity Database Management/ Administration 	 Transactional data conversions Data synchronization in distributed environment 	8 hours		

Total Hours: 144 hours